

CLAIMS

1. Within an online communication system having a plurality of session clients including a first session client and a second session client, a method for providing continuity of at least one online session between the plurality of session clients

5 comprising:

participating in the at least one online session by the first session client, wherein the participating includes accumulating a plurality of session information for the at least one online session; and

transferring the plurality of session information for the at least one online
10 session from the first session client to the second session client using a communication connection between the first session client and the second session client.

2. A method for providing continuity of at least one online session between a
15 plurality of session clients as recited in claim 1 further comprising:

participating in the at least one online session by the second session client.

3. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 1 further comprising:

20 initializing a session transfer prior to the transferring step.

4. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 3 further comprising:

storing at least one transfer client profile associated with at least one of the plurality of session clients in the first session client prior to the initializing a session

5 transfer step, wherein the initializing a session transfer step includes choosing the second session client from the stored at least one transfer client profile.

5. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 1 wherein the first session client

10 operates within a first session device, and further wherein the second session client operates within a second session device.

6. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 5 wherein the first session device is a

15 device selected from a group consisting of a fixed network device, a mobile device, and a cable box.

7. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 5 wherein the second session device is a

20 device selected from a group consisting of a fixed network device, a mobile device, and a cable box.

8. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 1 wherein the first session client and the second session client operate within a session device.

5 9. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 8 wherein the session device is a device selected from a group consisting of a fixed network device, a mobile device, and a cable box.

10 10. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 1 wherein the at least one online session is an online gambling event, and further wherein the plurality of session information comprises one or a combination of information selected from a group consisting of an event name, an event number, an event description, a navigational path, a gambling house, a start time, an end time, a number of gamblers, a current status, an event monitoring, a URL where results reside, a last URL visited, the type of event, the score, prior history of related events, and event odds.

11. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 1 wherein the at least one online session is an online auction session, and further wherein the plurality of session information comprises one or a combination of information selected from a group consisting of an item name, an item number, an item description, an item identification, a navigational path, an auction type, an auction house, an end time, a number of bidders, a reserve price, a current status, a URL where results reside, and a sellers store front URL.

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12. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 4 wherein the initializing a session transfer step further comprises:

- 5 sending a session transfer notification from the first session client, and
 launching a data transfer within the second session client.

13. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 12 wherein the online communication
10 system comprises at least one online server, and further wherein the session transfer notification is sent from the first session client to the at least one online server informing the at least one online server to pass the plurality of session information to the second session client.

- 15 14. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 12 wherein the session transfer notification is sent from the first session client to the second session client.

15. A method for providing continuity of at least one online session between a
20 plurality of session clients as recited in claim 4 wherein the second session client operates within a second session device having a second data transfer application, and further wherein the initializing a session transfer step further comprises:

- sending a session transfer notification from the first session client, and
 launching the second data transfer application within the second session
25 device.

16. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 15 wherein the online communication system comprises at least one online server, and further wherein the session transfer notification is sent from the first session client to the at least one online server informing the at least one online server to pass the plurality of session information to the second data transfer application within the second session device.
17. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 15 wherein the session transfer notification is sent from the first session client to the second data transfer application of the second session device.
18. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 15 wherein the first session client operates within a first session device, and further wherein the session transfer notification is sent from the first session device to the second session device.
19. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 4 wherein the initializing a session transfer step further comprises:
- launching a data transfer within the second session client, and
 - sending a session transfer notification from the second session client.

20. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 19 wherein the online communication system comprises at least one online server, and further wherein the session transfer notification is sent from the second session client to the at least one online server

5 informing the at least one online server to pass the plurality of session information to the second session client.

21. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 19 wherein the session transfer

10 notification is sent from the second session client to the first session client.

22. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 4 wherein the second session client operates within a second session device having a second data transfer application, and

15 further wherein the initializing a session transfer step further comprises:

launching the second data transfer application within the second session device, and

sending a session transfer notification using the second data transfer application within the second session device.

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23. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 22 wherein the online communication system comprises at least one online server, and further wherein the session transfer notification is sent from the second session device to the at least one online server
- 5 informing the at least one online server to pass the plurality of session information to the second session device.
24. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 22 wherein the session transfer
- 10 notification is sent from the second session device to the first session client.
25. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 22 wherein the first session client operates within a first session device, and further wherein the session transfer
- 15 notification is sent from the second session device to the first session device.
26. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 2 wherein the online communication system comprises at least one online server, the method further comprising:
- 20 receiving a user input by the second session client to go to an event site associated with the at least one online session on the at least one online server;
- retrieving a latest information by the second session client on the event site using the plurality of session information; and
- storing the latest information retrieved from the event site by the second
- 25 session client.

27. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 26 wherein the at least one online server is characterized by a session server identification, and further wherein the retrieving
5 the latest information step further comprises using the session server identification.

28. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 26 further comprising:
alerting an account user of an online session result contained within the latest
10 information retrieved from the event site when the online session has ended.

29. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 26 further comprising:
notifying an account user of the latest information retrieved from the event site
15 when the online session is active; and
alerting the account user when the plurality of session information including the latest information is actionable.

30. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 2 wherein the online communication system comprises at least one online server, the method further comprising:

- 5 receiving an asynchronous event notification from the at least one online server by the second session client to go to an event site associated with the at least one online session on the at least one online server;

retrieving a latest information by the second session client from the event site using the plurality of session information; and

- 10 storing the latest information retrieved from the event site by the second session client.

31. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 30 wherein the at least one online

- 15 session is an online auction session, and further wherein the asynchronous event notification is one or a combination of notifications selected from the group consisting of a higher bidder, an auction result, a time remaining, and a new auction with a similar item.

- 20 32. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 30 wherein the at least one online session is an online gambling session, and further wherein the asynchronous event notification is one or a combination of notifications selected from the group consisting of a change in odds, an updated score, a time remaining, a change in position of
25 players on the event field, a late breaking news, and a session history.

35. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 2 wherein the online communication system comprises at least one online server, the method further comprising:

- 5 expiring of an event parameter of the plurality of session information;
retrieving a latest information by the second session client from an event site associated with the at least one online session on the at least one online server using the plurality of session information; and
storing the latest information retrieved from the event site by the second
10 session client.

36. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 2 wherein the online communication system comprises at least one online server, the method further comprising:

- 15 comparing a current time to an event time;
retrieving a latest information by the second session client from an event site associated with the at least one online session on the at least one online server using the plurality of session information when the current time is past the event time; and
storing the latest information retrieved from the event site by the second
20 session client.

37. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 36 further comprising:

- determining whether an online account user is present with the second session client prior to the retrieving step; and
- continuing to the retrieving step when the online account user is present in the determining step.

38. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 36 wherein the at least one online server is characterized by a session server identification, and further wherein the retrieving the latest information step further comprises using the session server identification.

39. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 2 wherein the online communication system comprises at least one online server, the method further comprising:
- comparing a current time to a range surrounding an event time;
- retrieving a latest information by the second session client from an event site associated with the at least one online session on the at least one online server using the plurality of session information when the current time is within the range surrounding the event time; and
- storing the latest information retrieved from the event site by the second session client.

40. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 39 further comprising:

determining whether an online account user is present with the second session client prior to the retrieving step; and

5 continuing to the retrieving step when the online account user is present in the determining step.

41. A method for providing continuity of at least one online session between a plurality of session clients as recited in claim 39 wherein the at least one online server

10 is characterized by a session server identification, and further wherein the retrieving the latest information step further comprises using the session server identification.

42. An online communication system for providing continuity of at least one online session comprising:

at least one online server for hosting the at least one online session, wherein

5 the at least one online session includes a plurality of session information;

a plurality of session clients coupled to the at least one online server, wherein the plurality of session clients includes:

a first session client for participating in the at least one online session and for storing the plurality of session information of the at least online session, and

10 a second session client; and

a communication connection coupled to the plurality of session clients for providing communication between the first session client and the second session client,

wherein the first session client transfers the plurality of session information for
15 the at least one online session to the second session client using the communication connection.

43. An online communication system as recited in claim 42 wherein the first session client operates within a first session device, and further wherein the second
20 session client operates within a second session device.

44. An online communication system as recited in claim 43 wherein the first session device is a device selected from a group consisting of a fixed network device, a mobile device, and a cable box.

45. An online communication system as recited in claim 43 wherein the second session device is a device selected from a group consisting of a fixed network device, a mobile device, and a cable box.

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46. An online communication system as recited in claim 43 wherein the first session device further comprises a memory for storing at least one transfer client profile associated with at least one of the plurality of session clients, wherein the at least one transfer client profile includes a second transfer client profile associated with
10 the second session device, and further wherein the first session client transfers the plurality of session information using the second transfer client profile.

47. An online communication system as recited in claim 43 wherein the first session device further comprises a first data transfer application for transferring the
15 plurality of session information.

48. An online communication system as recited in claim 47 wherein the second session device further comprises a second data transfer application for receiving the plurality of session information.

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49. An online communication system as recited in claim 42 wherein the first session client and the second session client operate within a session device.

50. An online communication system as recited in claim 49 wherein the session device is a device selected from a group consisting of a fixed network device, a mobile device, and a cable box.

5 51. An online communication system as recited in claim 42 wherein the at least one online session is an online gambling event, and further wherein the plurality of session information comprises one or a combination of information selected from a group consisting of an event name, an event number, an event description, a navigational path, a gambling house, a start time, an end time, a number of gamblers,
10 a current status, an event monitoring, a URL where results reside, a last URL visited, the type of event, the score, prior history of related events, and event odds.

52. An online communication system as recited in claim 42 wherein the at least one online session is an online auction session, and further wherein the plurality of
15 session information comprises one or a combination of information selected from a group consisting of an item name, an item number, an item description, an item identification, a navigational path, an auction type, an auction house, an end time, a number of bidders, a reserve price, a current status, a URL where results reside, and a sellers store front URL.

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